

CONNECTING COMMUNITIES

EMPOWERING TRANSITIONS

In Service Training Programme Lesson Plan

Module Name	Module One – Overview
Learning Objectives	

By the end of this training session, participants will be able to:

- 1. Name the other participants in the programme;
- 2. Understand the Connecting Communities Empowering Transitions Programme.

Instructional Materials

The following instructional materials are required to deliver this module:

- 1. Module One PowerPoint Presentation
- 2. A ball of wool / twine
- 3. Paperwork required by the facilitator.

Teaching Strategies			
Duration in Minutes	Task	Additional Resources	
5-minutes	Welcome & Introduction The facilitator will welcome the participants to the training session and complete any paperwork that is required.	Module One PowerPoint Slide 1	
5-minutes	Overview of the Programme The facilitator will present an overview of the project partners, the project and the resources developed (including the social media channel).	Module One PowerPoint Slides 2 – 6	
10-minutes	Icebreaker 1: Together or alone The facilitator will ask a series of questions to the group, such as "do you like pizza". Students can either cluster up in small groups depending on the answer or they can line up. The lines / clusters that are created will help the group to learn more about each other.	Module One PowerPoint Slide 7	
10-minutes	Icebreaker 2: Circles The facilitator will break the participants into two circles; circle one (the inner circle) and circle two (the outer circle). The participants in the outer circle will face someone in the inner circle. Each person will ask the person in	Module One PowerPoint Slide 8	

	front of them a question and they will discuss it for 3-minutes. After this time, the participants in the inner circle will move to their left. The activity will end when everyone has had the	
	opportunity to speak to one another.	
(extra)	Icebreaker 3: Web of Connectedness	Module One PowerPoint
	If time allows, an additional game can be played called "Web of Connectedness". The aim of this game is to	Slide 9
	ask a series of questions, and each time the participants respond positively, they are passed a ball	Activity Explained
	of wool. They should hold onto a piece of it.	<u>Lxpiairieu</u>
	The game will end when the ball of wool is used up.	
	Top Tip: The tighter the circle, the longer the game can be played.	
30-minutes	Total	

Assessment & Evaluation

The following assessment and evaluation strategies should be used throughout this module

1. Formative

a. <u>Convergent and divergent questioning</u> can be used to support deeper understanding of the content provided.









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